

# 'Grenadier Dash'



Hill 184 North of Soulangy, France — August 14, 1944

August 14th...the beginning of Operation Tractable. Caught up in the maelstrom of the Allied operation was Tiger 222 of Unterscharführer Oberhuber. Tiger 222 had just been released from the maintenance company. Around 6:00 PM, Oberhuber and his Tiger were in the vicinity of Hill 184, where mixed infantry units were attempting to dig in. As he looked to the west, he saw nearly a battalion of fleeing German Grenadiers pursued by Shermans of the 4th Canadian Armored Division. As dusk began to settle, Oberhuber drove his Tiger to the rescue.

**VICTORY CONDITIONS:** The Germans win at game end if at least 5 of the fleeing Grenadier squads reach a level 1 Hill Hex East of Row Y on Board v. The Canadians win at game end by controlling Hexes Q7 & X3 on Board v. In the event that both players' objectives are met, the German player wins. Any other result is a draw.

## Board Configuration:

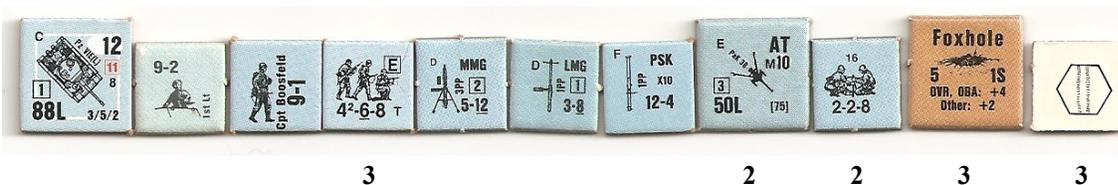


	44
v	

German sets up first	+	1	2	3	4	5	6
German moves first	+	1	2	3	4	5	6



SS Schwere Panzer Abteilung 102 & Panzerknacker Platoon (ELR 4) (SAN 2) Setup: East of Row Q on Boards 44 and v



Mixed elements of 272 Infantry Division (ELR 2) Setup: Enter Turn 1 on the West edge of Board v



Elements of 4th Canadian Armored Division (ELR 4) (No Sniper)



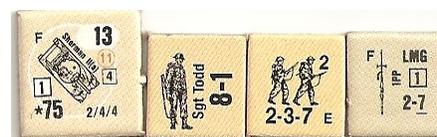
3



3

Enter Turn 1 on west edge of Board 44

Enter Turn 2 on west edge of Board 44



3

3

Enter Turn 3 on west edge of Board 44

## Special Rules/Notes:

- The German 9-2 Armor Leader represents Unterscharführer Oberhuber and his Tiger 1 sets up HIP.
- The German player secretly records the locations of the 3 Trail Breaks. These are revealed when the Canadian Player has line of sight to them.
- The German 4-6-7's and 4-4-7's suffer from Ammo Shortage and begin the game with only 4 Panzerfausts. Furthermore these units may attempt back to back CX movement once in the scenario. Any squad choosing to do so must first pass a Pin Task Check. If the unit passes it may CX again, otherwise the unit is pinned that turn and unable to move until the following movement phase.
- The German 4-6-8's are normally equipped with Panzerfausts as per 13.31.
- Dusk is falling as the battle progresses, therefore the wind change DR can result in NVR, which if it occurs, then the new NVR is calculated by subtracting the current Turn # from Base NVR of 9 (example: Turn 1 wind change DR with colored die 6 and white die 3 or lower would result in an NVR of 8 for the remainder of the game unless another wind change DR results in NVR change.)
- If at any point in the game, three Canadian Shermans are eliminated by German fire, then in the following and each succeeding Rally Phase, each remaining Canadian Sherman must pass a normal MC or be recalled.
- The Canadian Shermans entering on Turn 3, enter with riders.

## Aftermath:

The fleeing German Grenadiers rushed for the safety of German positions on Hill 184. Behind them were 12 Canadian Sherman Tanks. Unterscharführer Oberhuber's Tiger with support from a Panzerknacker platoon succeeded in lighting up three of the Shermans. With night beginning to fall and three Shermans, burning, the remaining Canadians fell back. The exhausted Grenadiers had made it to safety...for at least one more day.



Scenario GJ021